

COURSE EVALUATION REPORT

Course-specific questions

Spring 2026

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1 Introduction

The course evaluation report gives Subject Area Teams, Board of Studies, Education Quality, and Development Group an overview of results from the survey part of the course evaluations in the past semester.

2 Data presented in this report

The report includes course evaluation data for all BSc and MSc study programmes.

In the survey, students answer the following questions:

1. Overall, I benefited from the course.
2. The course was organized in a way that helped me learn.
3. The teacher's teaching aided my learning.
4. The teacher contributed to an inclusive learning environment.
5. *Comment box*: Please give feedback on the course and your learning experience. Thank you for keeping a civil tone.

Students answer question 1 and 2 once per course, while question 3 and 4 are answered once per teacher. Only data from question 1 and 2 are included in this report.

3 Users of the report

Each Subject Area Team receives the report. Based on survey data and summaries from the final evaluation, Head of Programme makes sure that the Subject Area Team discusses the evaluation results of the study programme(s) covered by the Subject Area Team. Changes are initiated as needed. Decisions and discussions are shared with Board of Studies, Education Quality and Development Group or Executive Management as needed.

Board of Studies receives the report and comments from the Subject Area Teams if any. Board of Studies contacts the relevant Head of Programme if further details or access to specific final evaluation summaries is needed. Board of Studies' shares decisions with Education Quality and Development Group or Executive Management as needed.

Education Quality and Development Group receive the report and comments from Subject Area Team or Board of Studies if any. Education Quality and Development Group and Executive Management contacts Head of Programme or Head of Education if they need further details.

4 Scale and definitions

This is the scale used in this report:

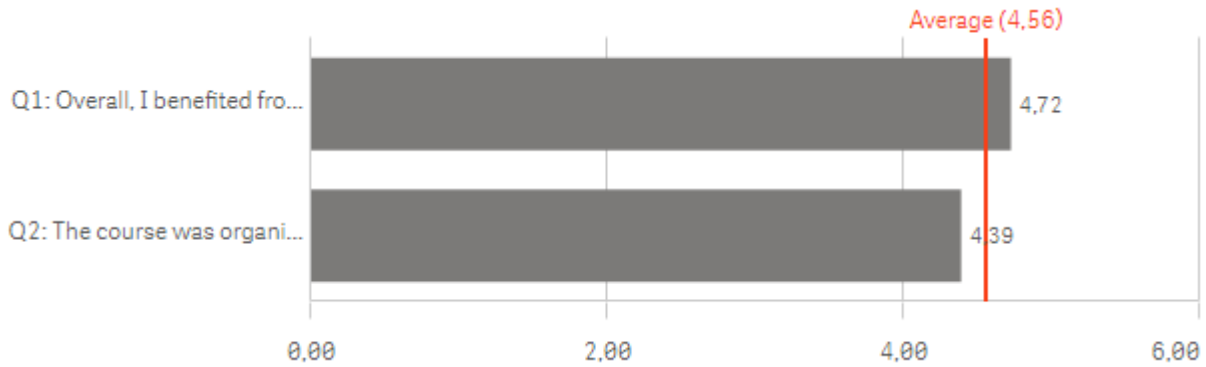
Evaluation	
1	Strongly disagree
2	Disagree
3	Somewhat disagree
4	Somewhat agree
5	Agree
6	Strongly agree

Average score	The target is an average score of at least 4,50.
Semester	The semester where the course is taught.
Study programme	The study programme offering the course.

5 Average score and response rate for ITU

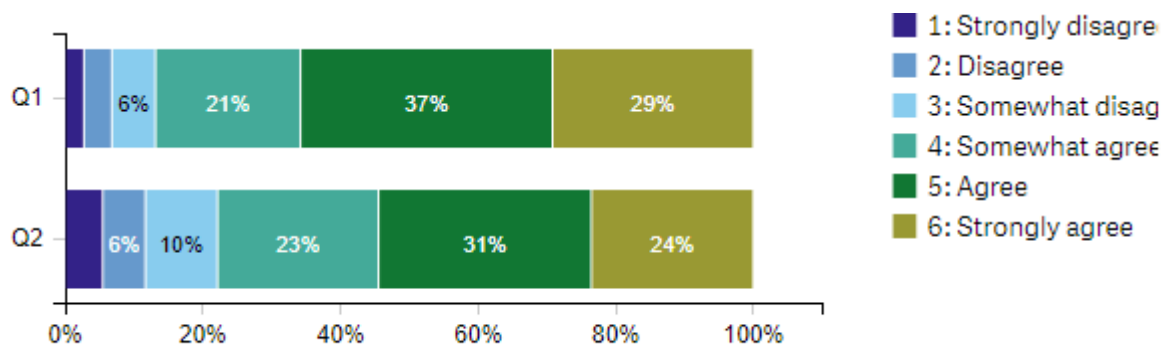
The graph below shows the average score per question for all ITU study programmes. The average response rate for ITU this semester is 29 %.

Figure 1: ITU average score per question, semester: Spring-26



The graph below shows the distribution of scores per question for all ITU study programmes.

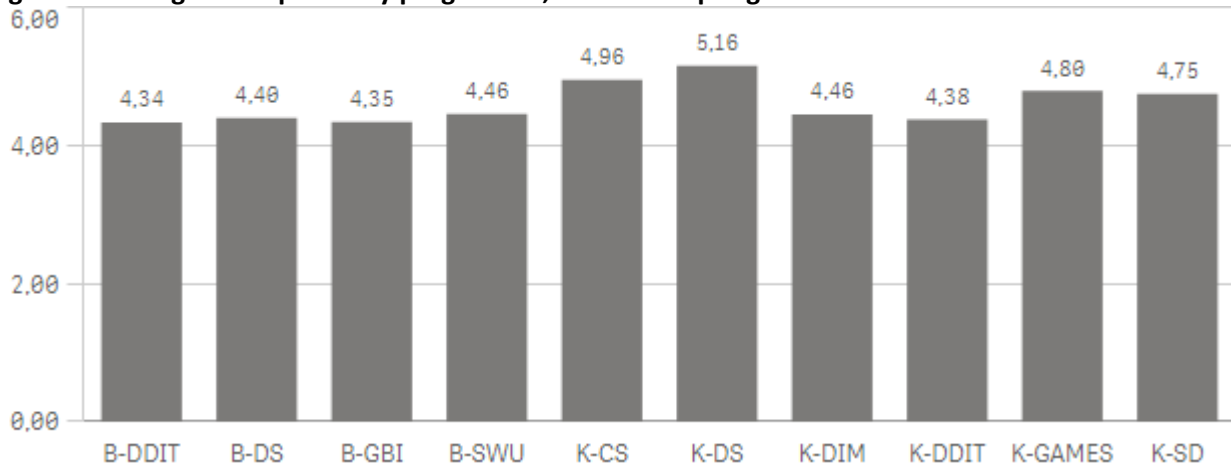
Figure 2: Distribution of ITU average score per question, semester: Spring-26



6 Average score and response rate per study programme

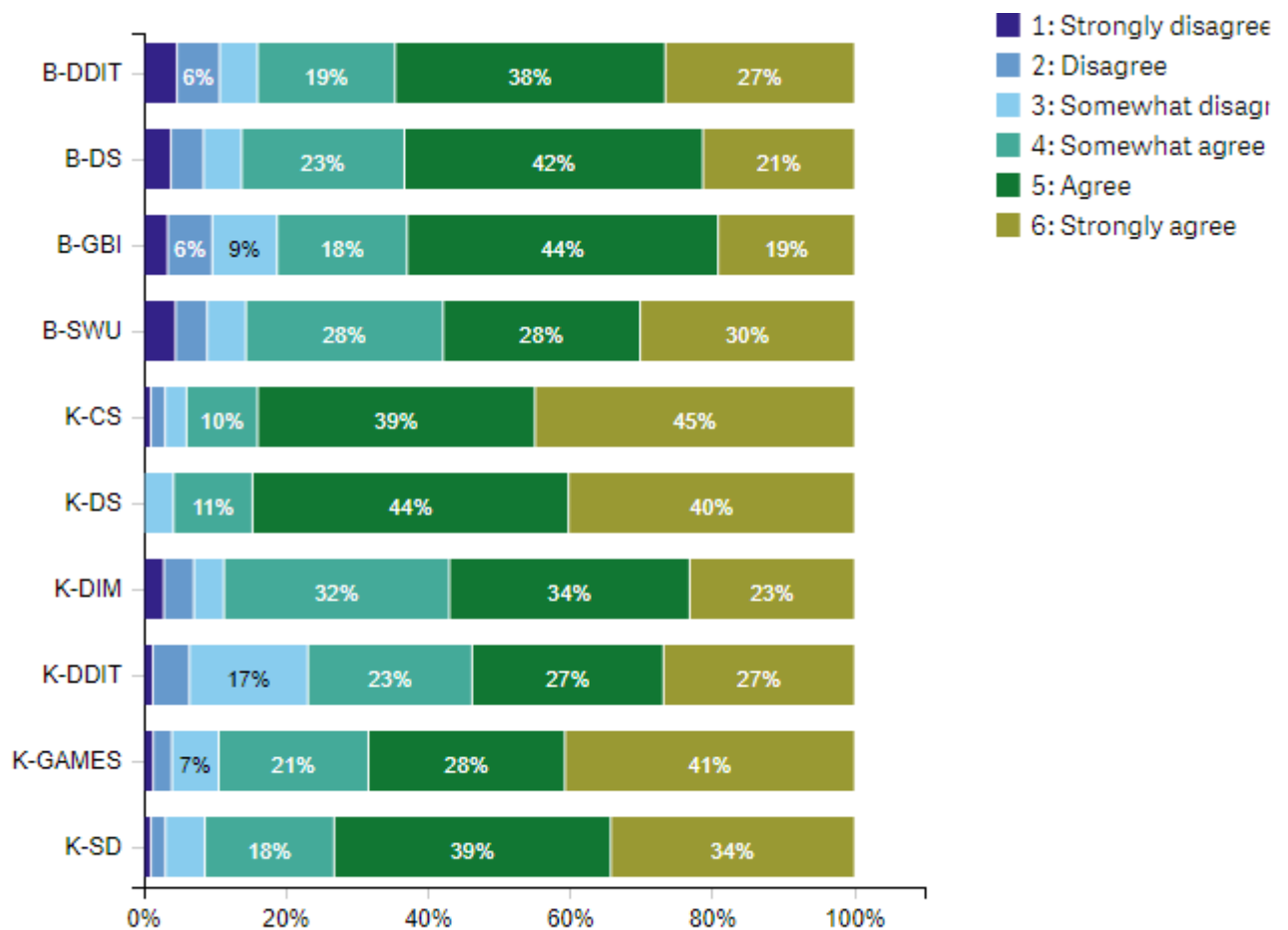
The graph below shows the average score per study programme.

Figure 3: Average score per study programme, semester: Spring-26



The graph below shows the distribution of scores for question 1: *Overall, I benefitted from the course, per study programme.*

Figure 4: Distribution of question 1 scores per study programme, semester: Spring-26



The graph below shows the distribution of scores for question 2: *The course was organized in a way that helped me learn.*

Figure 5: Distribution of question 2 scores per study programme, semester: Spring-26

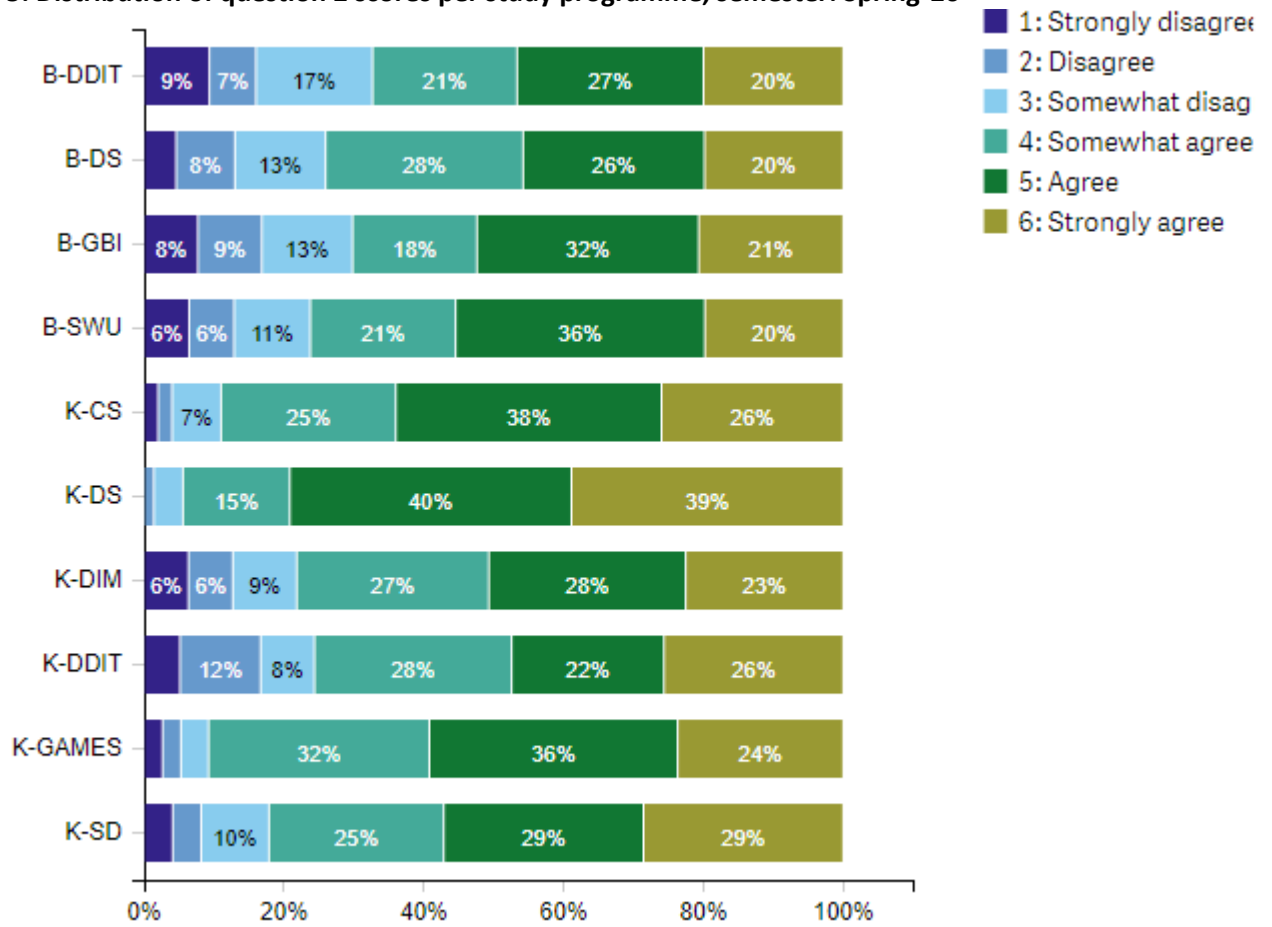


Table 1: Response rate per study programme, semester: Spring-26

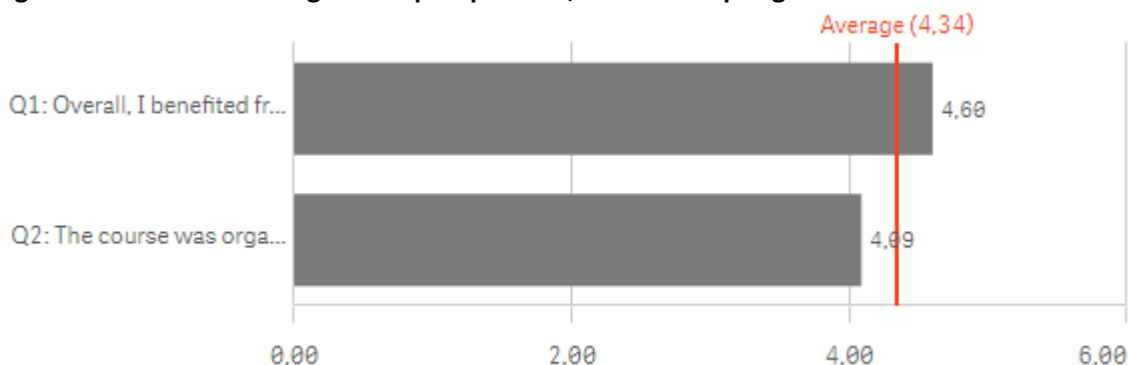
Study programme	Response rate
B-DDIT	36%
B-DS	22%
B-GBI	38%
B-SWU	27%
K-CS	25%
K-DS	30%
K-DIM	32%
K-DDIT	23%
K-GAMES	32%
K-SD	30%

7 Detailed course evaluation scores and response rates per study programme

This section shows the same figures as above, now presented per study programme with details for individual courses.

7.1 B-DDIT

Figure 7.1a. B-DDIT: Average score per question, semester: Spring-26



The graph below shows the distribution of scores per study programme.

Figure 7.2a. B-DDIT: Distribution of scores per question, semester: Spring-26

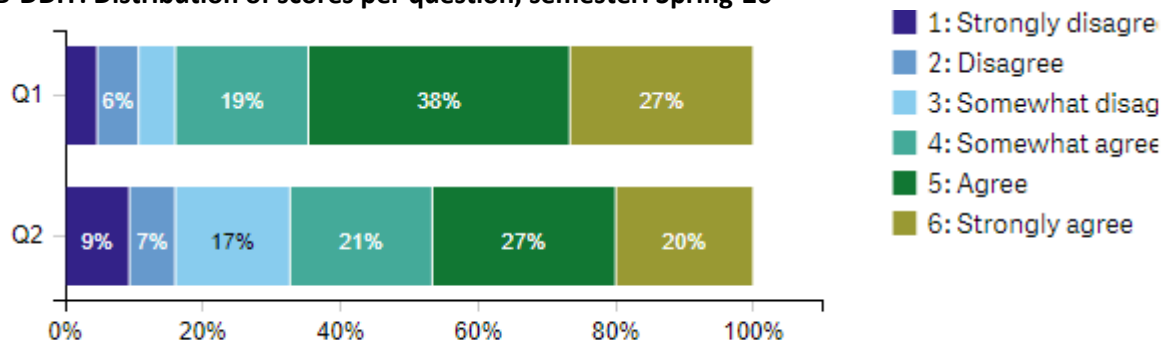
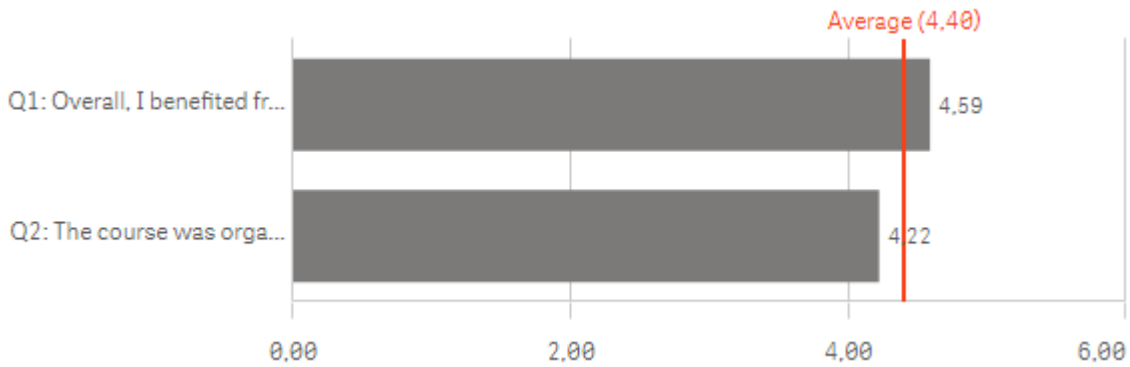


Figure 7.3a. B-DDIT: Average score per course, semester: Spring-26

Course name	Enrolled students	Respondents	Response rate	Average score
Critical Computing	69	24	35%	3,25
Designing Sustainable Futures	5	2	40%	5,75
Digital teknologi i samfundet	80	32	40%	3,19
Filosofi om design og etik	57	15	26%	5,07
Kreativ programmering	83	30	36%	4,68
Legende design	58	15	26%	5,60
Network Society	5	2	40%	5,25
Physical Computing - teori og praksis	65	30	46%	4,97

7.2 B-DS

Figure 7.1b. B-DS: Average score per question, semester: Spring-26



The graph below shows the distribution of scores per study programme.

Figure 7.2b. B-DS: Distribution of scores per question, semester: Spring-26

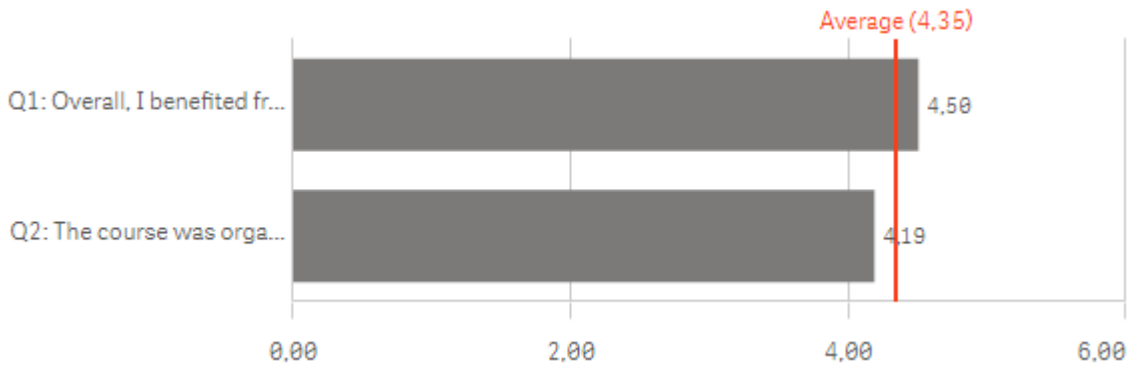


Figure 7.3b. B-DS: Average score per course, semester: Spring-26

Course name	Enrolled students	Respondents	Response rate	Average score
Algorithmic Problem Solving, BSc	38	8	21%	4,81
Algorithmic Problem Solving, MSc	4	2	50%	6,00
Applied Statistics (15 ECTS)	100	18	18%	3,86
Data Visualisation and Data-driven Decision Making	92	29	32%	4,88
Large Scale Data Analysis	105	37	35%	4,35
Natural Language Processing and Deep Learning, B-DS	83	20	24%	3,95
Projects in Data Science	90	13	14%	4,27
Reflections on Data Science	71	4	6%	5,00

7.3 B-GBI

Figure 7.1c. B-GBI: Average score per question, semester: Spring-26



The graph below shows the distribution of scores per study programme.

Figure 7.2c. B-GBI: Distribution of scores per question, semester: Spring-26

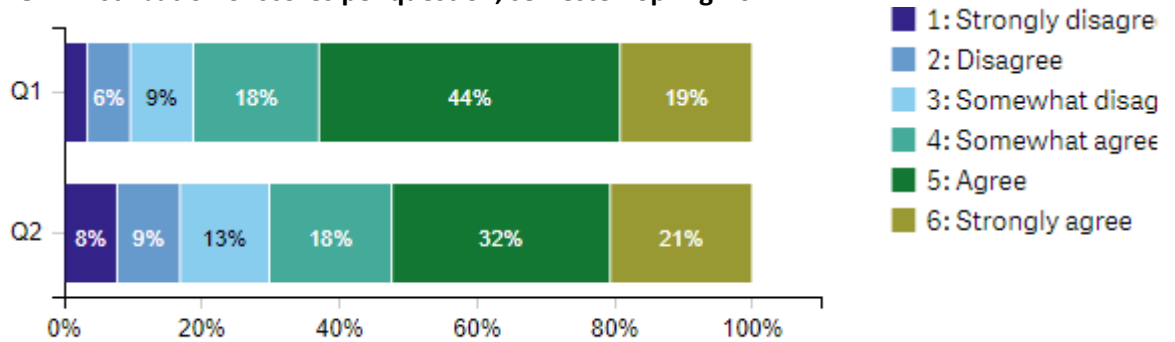
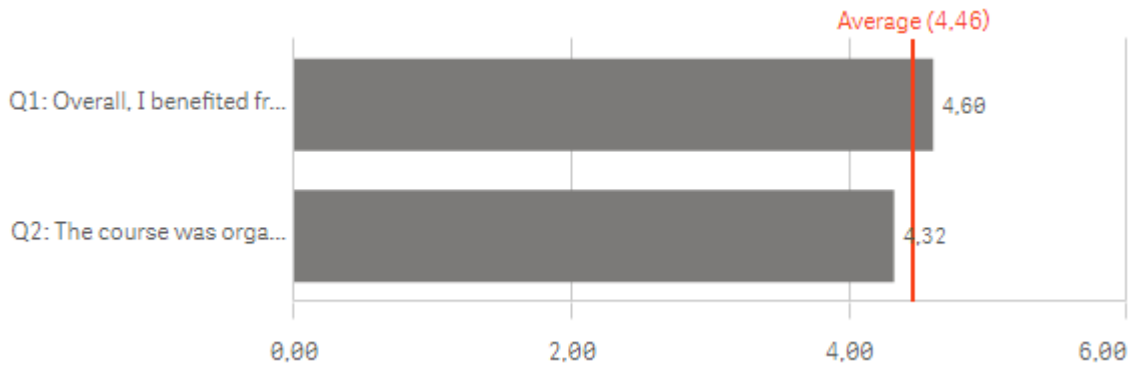


Figure 7.3c. B-GBI: Average score per course, semester: Spring-26

Course name	Enrolled students	Respondents	Response rate	Average score
Business Process Improvement & Automation	60	38	63%	5,33
Critical Data & Ethics	85	20	24%	3,40
Database and Information Systems Foundations	83	24	29%	4,27
IT & Work Design (7,5 ECTS)	89	24	27%	5,29
IT Governance & Quality Management	77	38	49%	4,99
Qualitative Methods and Reflections	78	28	36%	3,71
Quantitative Methods & Business Analytics	78	36	46%	3,07

7.4 B-SWU

Figure 7.1d. B-SWU: Average score per question, semester: Spring-26



The graph below shows the distribution of scores per study programme.

Figure 7.2d. B-SWU: Distribution of scores per question, semester: Spring-26

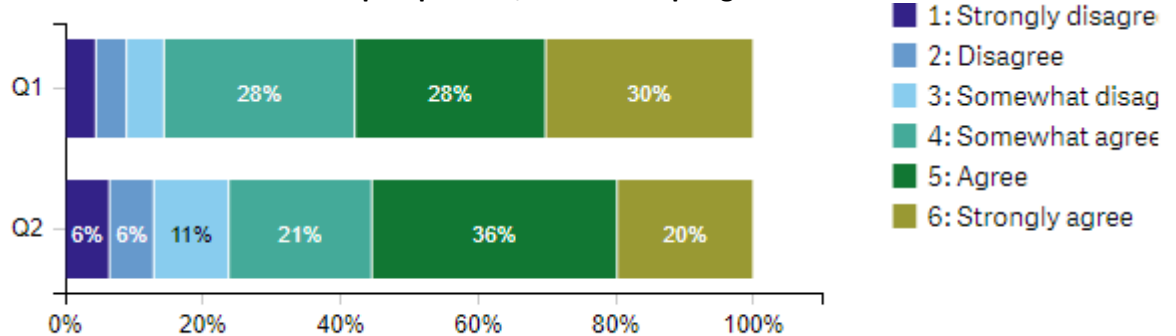
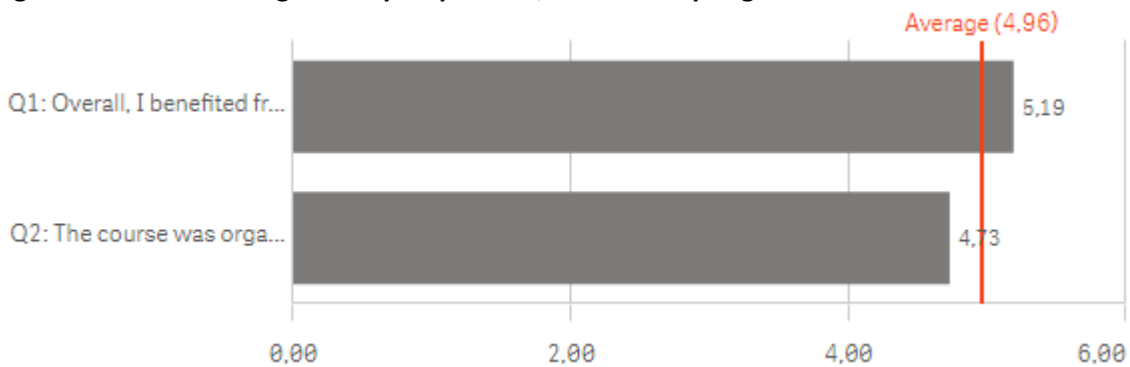


Figure 7.3d. B-SWU: Average score per course, semester: Spring-26

Course name	Enrolled students	Respondents	Response rate	Average score
Andetårsprojekt: Softwareudvikling i større grupper (15 ECTS)	131	26	20%	4,25
DevOps, Software Evolution and Software Maintenance, BSc	65	37	57%	5,09
Funktionel programmering, SWU	181	38	21%	3,33
Førsteårsprojekt: Navigation under stigende havniveau i Danmark	95	14	15%	4,79
Mobile App Development, BSc	43	10	23%	5,65
Refleksion over IT	138	19	14%	4,71
User experience og webprogrammering	99	58	59%	4,53

7.5 K-CS

Figure 7.1e. K-CS: Average score per question, semester: Spring-26



The graph below shows the distribution of scores per study programme.

Figure 7.2e. K-CS: Distribution of scores per question, semester: Spring-26

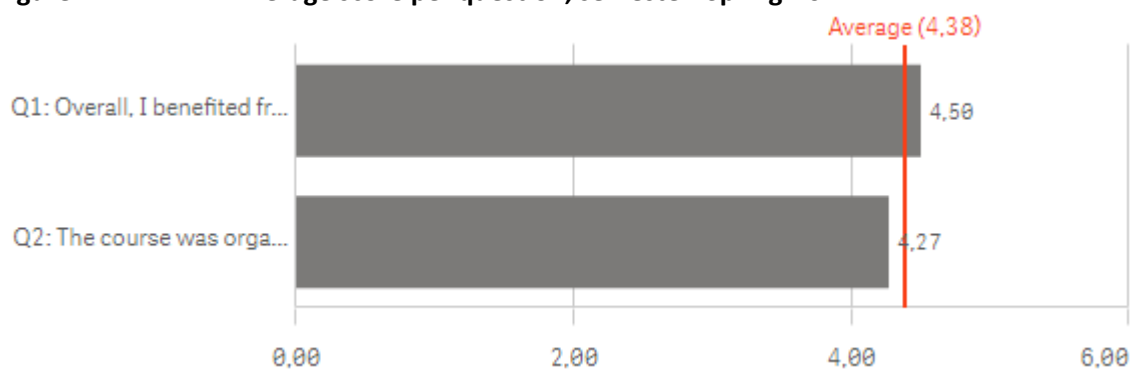


Figure 7.3e. K-CS: Average score per course, semester: Spring-26

Course name	Enrolled students	Respondents	Response rate	Average score
Advanced Programming in Rust	20	11	55%	4,50
AI Robotics	15	1	7%	5,50
Computer Systems Performance	19	2	11%	4,25
Cryptography	17	1	6%	5,50
DevOps, software Evolution and Software Maintenance, MSc	67	35	52%	4,94
Ethical Hacking	37	4	11%	5,13
How to make (almost) anything	34	9	26%	5,50
Industrial Scrum Master Training	16	1	6%	6,00
Internet of Things	22	7	32%	4,50
IT Program Management	19	3	16%	5,17
Linear Algebra and Probability	37	6	16%	5,42
Modelling Systems and Languages	7	5	71%	5,30
Probabilistic Programming	6	1	17%	4,50
Probabilistic Programming, BDS	20	1	5%	5,50
Program Verification, MSc	10	5	50%	5,30
Program verifikation, BSc	10	2	20%	4,50
Software Architecture, MSc	43	6	14%	4,42

7.6 K-DDIT

Figure 7.1f. K-DDIT: Average score per question, semester: Spring-26



The graph below shows the distribution of scores per study programme.

Figure 7.2f. K-DDIT: Distribution of scores per question, semester: Spring-26

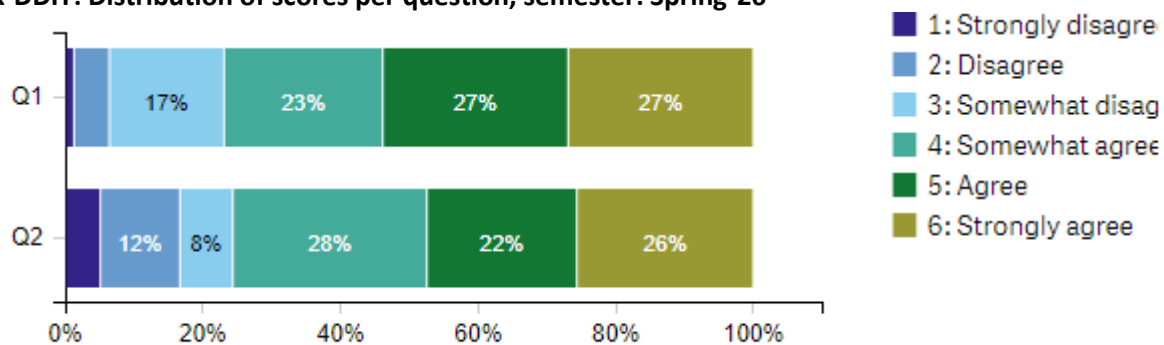
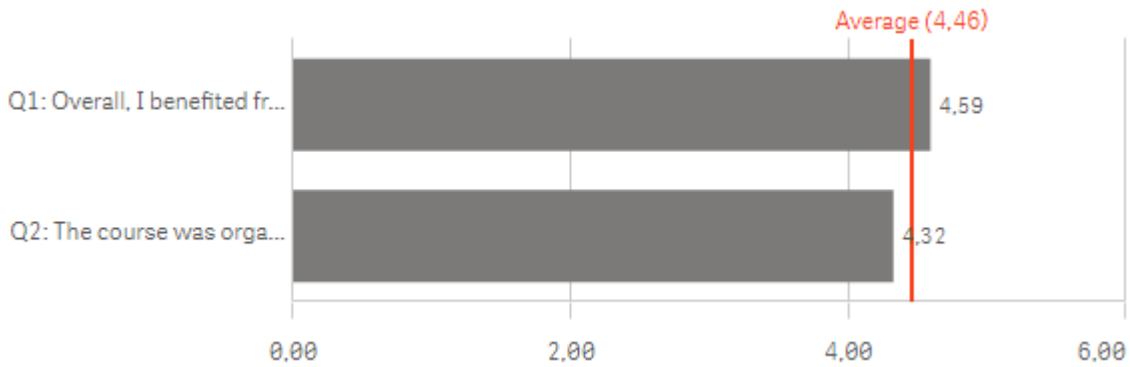


Figure 7.3f. K-DDIT: Average score per course, semester: Spring-26

Course name	Enrolled students	Respondents	Response rate	Average score
Datafication & Representation	122	24	20%	3,90
Digital innovation i praksis	108	21	19%	4,00
Programmering af mobile applikationer	106	33	31%	4,98

7.7 K-DIM

Figure 7.1g. K-DIM: Average score per question, semester: Spring-26



The graph below shows the distribution of scores per study programme.

Figure 7.2g. K-DIM: Distribution of scores per question, semester: Spring-26

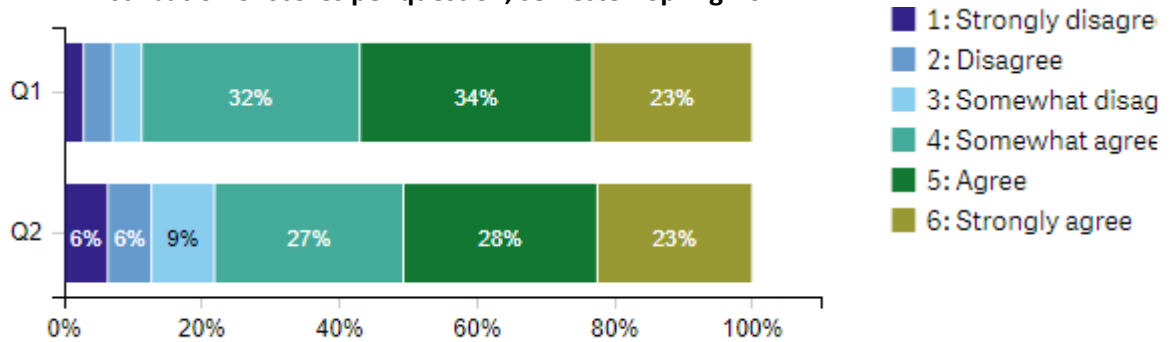
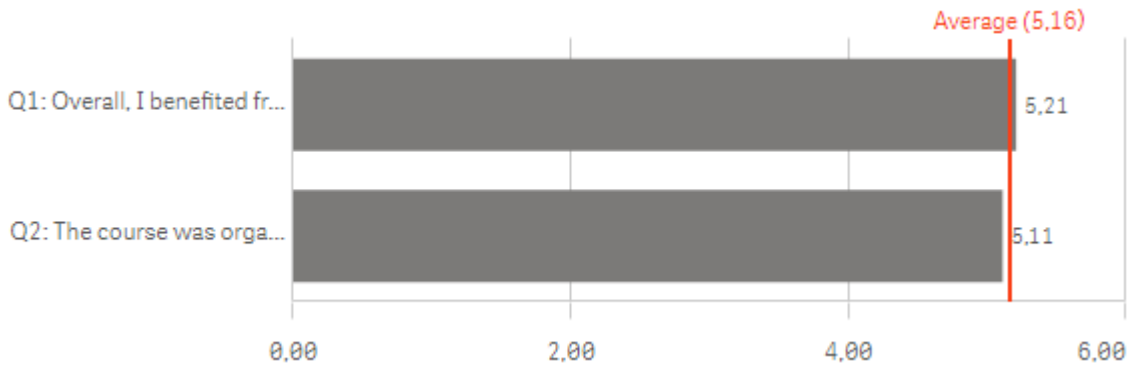


Figure 7.3g. K-DIM: Average score per course, semester: Spring-26

Course name	Enrolled students	Respondents	Response rate	Average score
AI Processes	85	28	33%	3,30
Enterprise Architecture - MSc	59	5	8%	2,50
Making Sense of Service Systems	29	25	86%	4,50
Process Innovation	140	41	29%	4,80
Programming and Data Processing	69	34	49%	5,13
The Digital State	58	9	16%	4,89

7.8 K-DS

Figure 7.1h. K-DS: Average score per question, semester: Spring-26



The graph below shows the distribution of scores per study programme.

Figure 7.2h. K-DS: Distribution of scores per question, semester: Spring-26

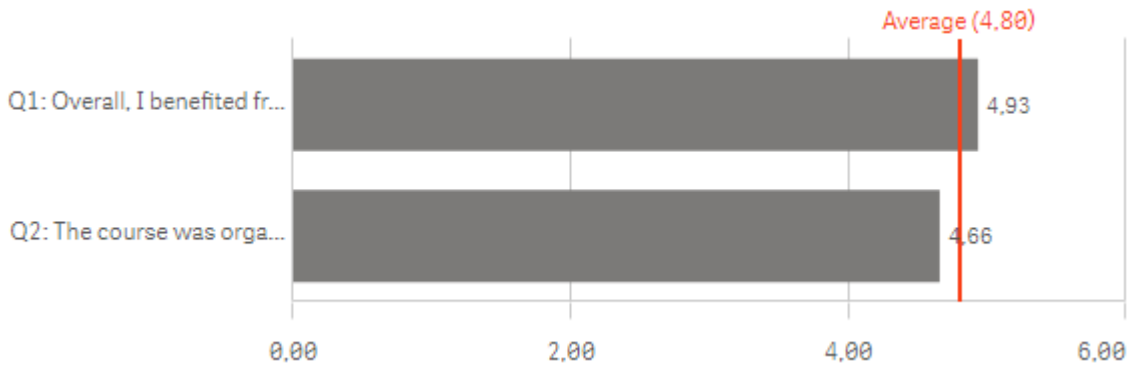


Figure 7.3h. K-DS: Average score per course, semester: Spring-26

Course name	Enrolled students	Respondents	Response rate	Average score
Advanced Machine Learning	69	13	19%	4,65
Algorithmic Fairness, Accountability and Ethics	57	19	33%	5,21
Data Science in Production: Information Retrieval and RecSys	68	32	47%	5,23
Geospatial Data Science	46	8	17%	5,56

7.9 K-GAMES

Figure 7.1i. K-GAMES: Average score per question, semester: Spring-26



The graph below shows the distribution of scores per study programme.

Figure 7.2i. K-GAMES: Distribution of scores per question, semester: Spring-26

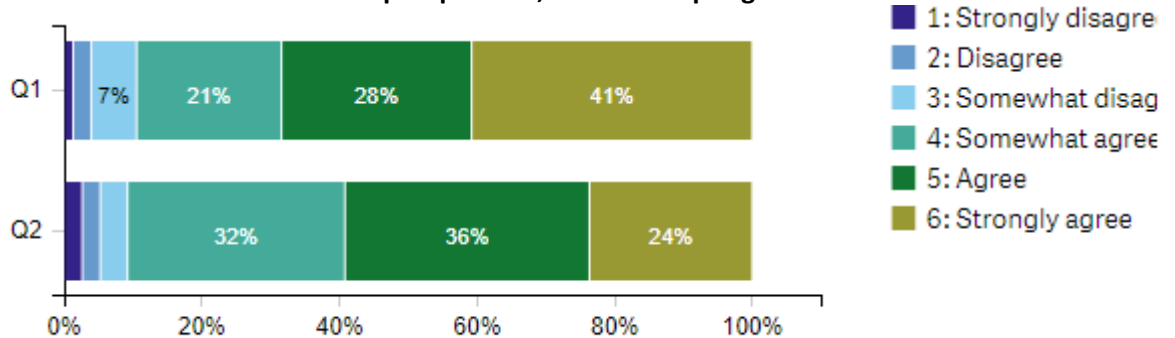
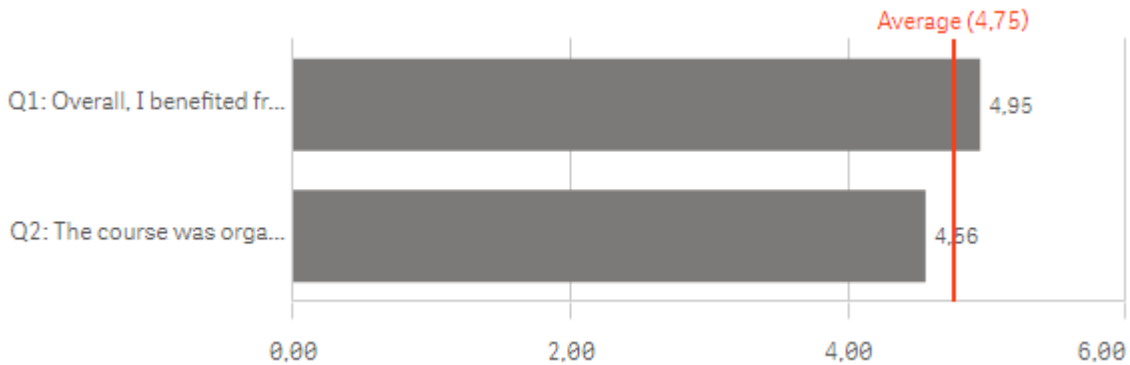


Figure 7.3i. K-GAMES: Average score per course, semester: Spring-26

Course name	Enrolled students	Respondents	Response rate	Average score
Foundations of Game AI	25	7	28%	4,50
Foundations of Game AI, BSc	18	3	17%	5,50
Game World Design	33	21	64%	5,31
Games User Research	44	13	30%	4,08
Graphics Programming	32	7	22%	4,07
Playable Media	37	7	19%	4,57
Procedural Content Generation for Games	14	1	7%	5,00
Psychology of Play and Games	37	17	46%	5,09

7.10 K-SD

Figure 7.1j. K-SD: Average score per question, semester: Spring-26



The graph below shows the distribution of scores per study programme.

Figure 7.2j. K-SD: Distribution of scores per question, semester: Spring-26

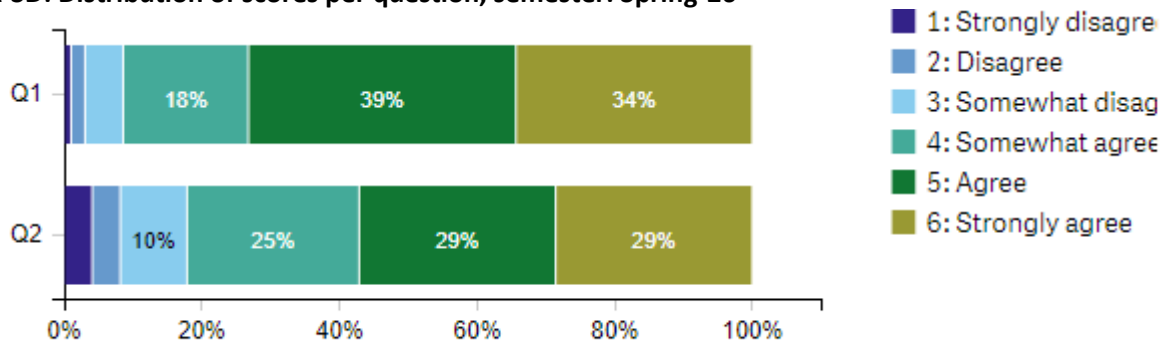


Figure 7.3j. K-SD: Average score per course, semester: Spring-26

Course name	Enrolled students	Respondents	Response rate	Average score
Algorithms and Data Structures	88	14	16%	4,68
Algorithms and Data Structures, MSc	132	35	27%	4,70
Algoritmer og datastrukturer	106	18	17%	5,09
Frameworks and Architectures for the Web, MSc	47	18	38%	4,28
Functional Programming	44	14	32%	4,43
Introduction to Artificial Intelligence, BSc	49	6	12%	4,25
Introduction to Artificial Intelligence, MSc	39	12	31%	4,17
Introduction to Database Systems, DS	5	2	40%	6,00
Introduction to Database Systems, MSc SD	119	60	50%	5,18
Introduction to Database Systems, SWU	3	1	33%	5,00
Mobile App Development, KSD	30	18	60%	4,33